

Operation Manual

Welcome on your purchase of Robot Go. Pilots should get to know their ranged and melee weapons – feel free to note them on the sheet.

Every round, pilots will split their focus (FUDGE dice) between the various systems of Robot Go. Pilots should switch between system controls so all pilots understand all systems.

Feel free to unfold this manual and lay flat for handy reference.

Example of Operation

Sloan, Evelyn, Zander, and Eleanore split their focus evenly between Ranged, Melee, Defense, and Stabilization. This round. Sloan will roll Ranged attacks, Evelyn will roll Melee attacks, Zander handles Defense, and Eleanore makes all Stabilization checks.

Next round, most pilots stay evenly split, while Zander will focus all his energy into Ranged attacks.

Ranged Attack

Type: _____

Ranged Attack Pool

Ranged Systems Damage

Melee Attack

Type: _____

Melee Attack Pool

Melee Systems Damage

Defensive System

Defensive System Pool

Defensive System Damage

Stabilization System

Stabilization Pool

Stabilization Damage

Damaging Robot Go

If Robot Go sustains damage, the pilot in charge of Defensive systems will assign each point of damage to one of the subsystems. Damage is marked from left to right, top to bottom. For every fully marked row, a unit of energy (FUDGE die) allocated to the pool is not rolled. Once all boxes are filled, that system is unusable. Robot Go can be fixed at considerable expense, effort, and time.



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Super Robot Go!

A game by Geoff Lamb

